

REFERENCE SECTION



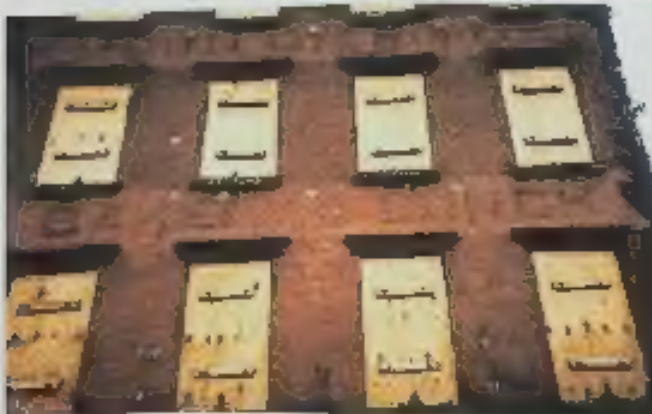










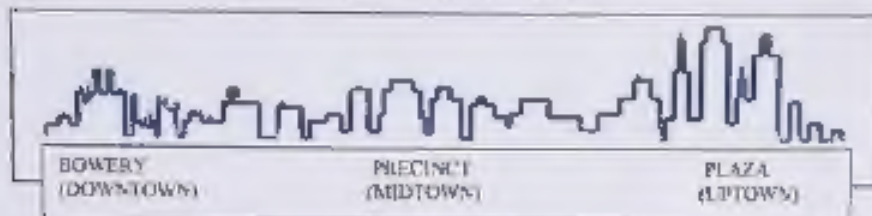


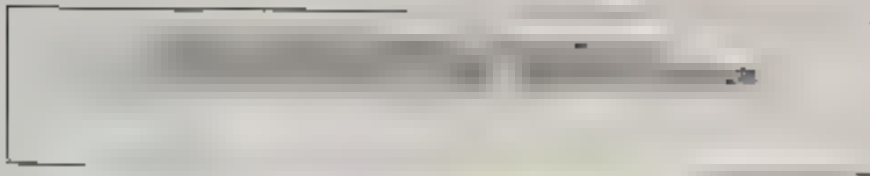


MANHUNT LEVELGUIDE

- PRECINCT -

The Precinct forms one of the most-used areas of the game environment, and should be seen as a representation of the city as a whole, showing the edges of the Bowery developing into a cleaner, slightly wealthier downtown type of area. Towards the north, the plush, updown plaza area/style can be seen. Functioning shops, clubs, cinemas, bars etc all start to appear as opposed to the crumbling and seedy desolation of the Bowery.





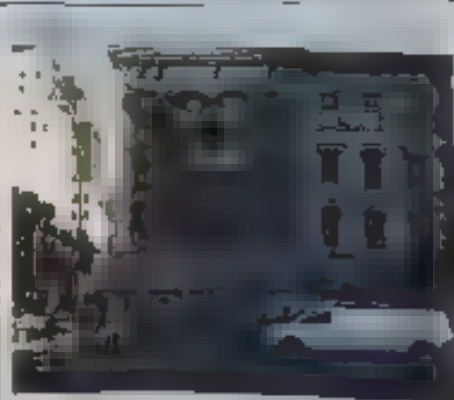


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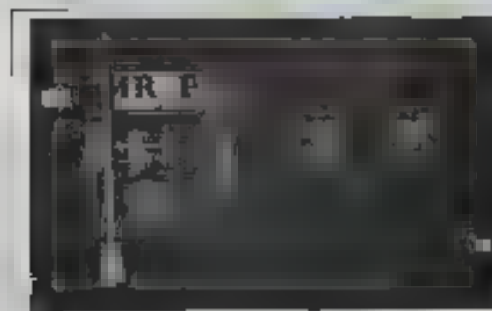
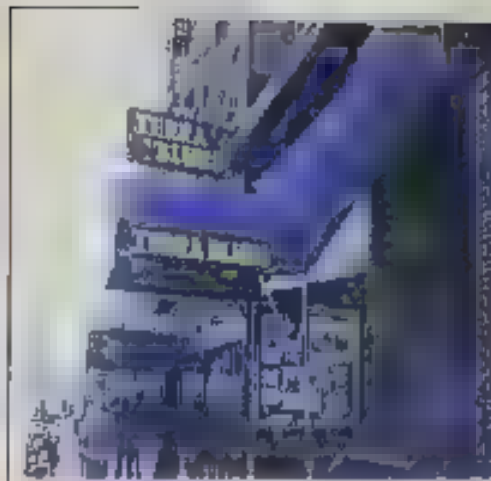




Looking towards the new skyline from the Plaza area.
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 we stand. The building has been seen in the picture.







MAINTENANCE LEVELS

-BOWERY-

Bowery -Level Reference

Note

This document is intended as a on-hand guide to the art-style of a specific level in Manhattan Dead By Dawn and to give an indication as to the style and 'feel' of the level. The main body of reference material exists on [N:\MANHUNT\REFERENCE\Pictures\Part 1 - Bowery](#)

From the very start of the game, the Bowery is the slum part of town. The worst part of town. All the misery, squalor and debris of a major city compressed into a scabby handful of tenement blocks. Graffiti -strewn buildings and filthy, piss-stained alleys. Littered floors of broken bottles, syringes and burnt binbags. The inhabitants are a violent mix of winos, junkies and gang-members. The police rarely venture in and the residents rarely venture out. The bowery also contains the Abattoir/slaughterhouse interior - a warehouse filled with carcasses on meat hooks.

COLOUR SCHEME

It's post twilight or dusk at this point, giving a green-blue tinge to the light. Brownstone buildings are lit by flickering yellowed sodium bulbs and garish neon. The abattoir would be lit in harsh fluorescent light, vomiting fogging giving the cold atmosphere effect.

TYPICAL FEATURES

Trash-littered alleys and streets
Washing lines and cables strung across street
Flickering streetlights (most neon has been smashed)
Empty, haunted streets
Most buildings are barred and shuttered up at this time
Background audio of snarl, dogs, screams, tires squeal, gunshots etc

TYPICAL BUILDINGS

Tenements
Abandoned Police station (overrun by gang members)
Liquor stores
Pawn and Post Shops
Street Nightclubs (Noise blasts out from inside)
Graffiti-covered (Gang graffiti markings)
Burnt-out Shells of Buildings
Banks of tenements withens
Shut-down Homes
Flap-houses
Closed Theatres
Empty concrete shopping centres
Anchor
Dodgy Bars, Pool halls







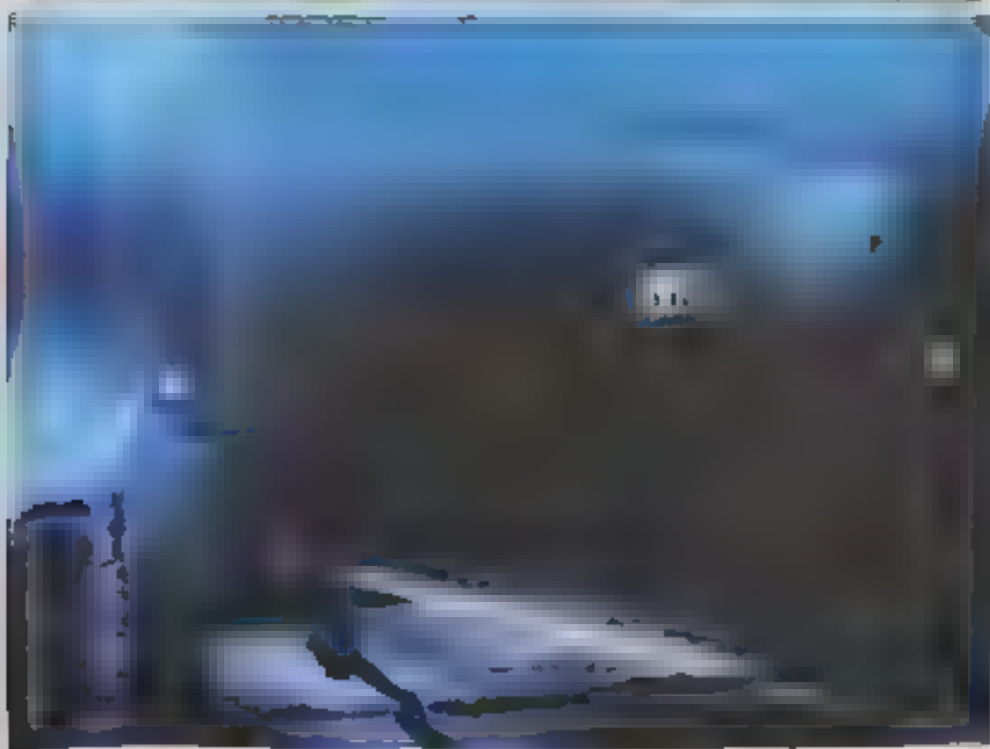
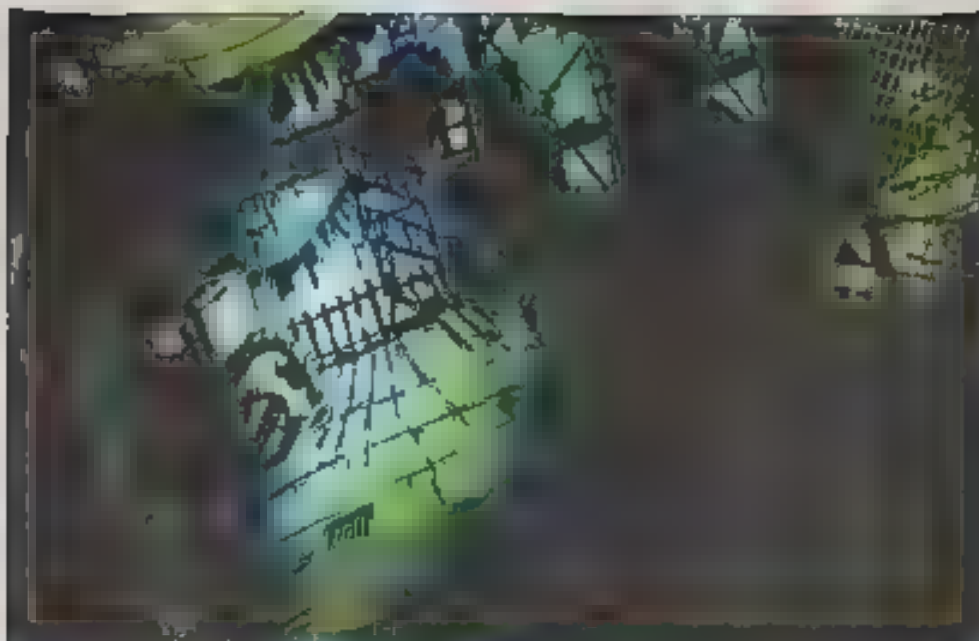
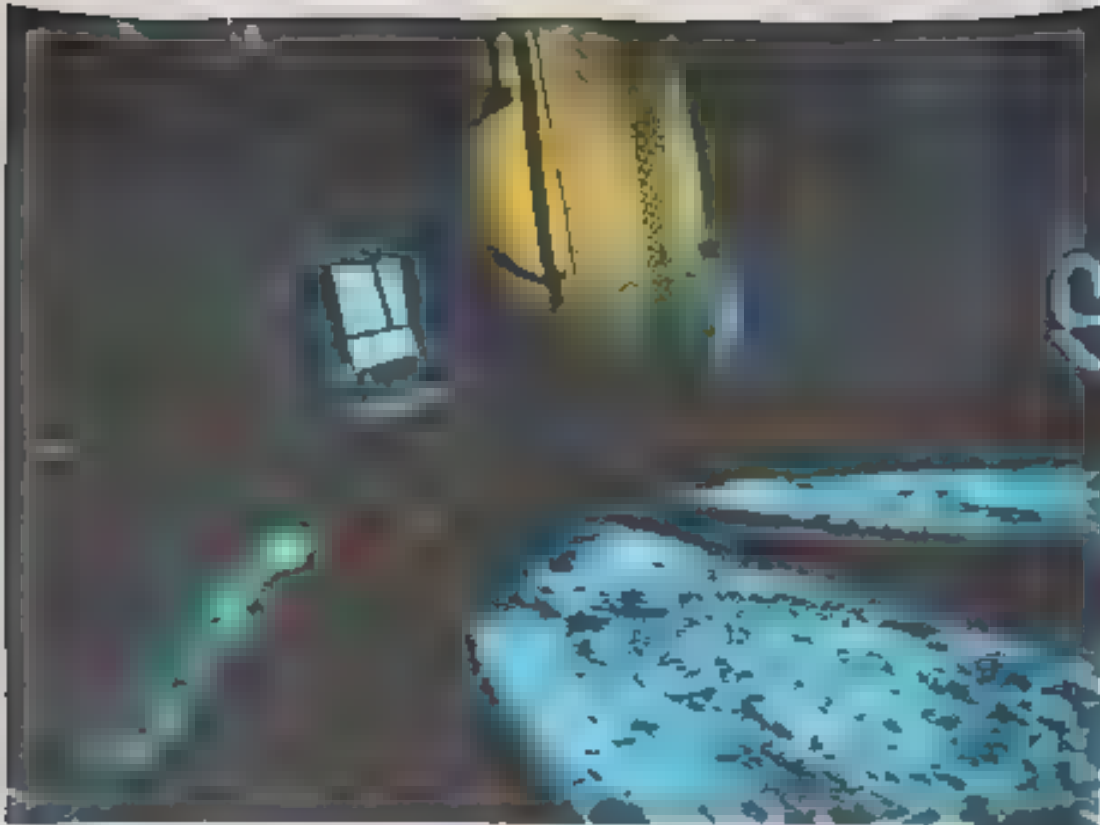


Figure 1. (a) View of the bridge from the river; (b) View of the bridge from the river.



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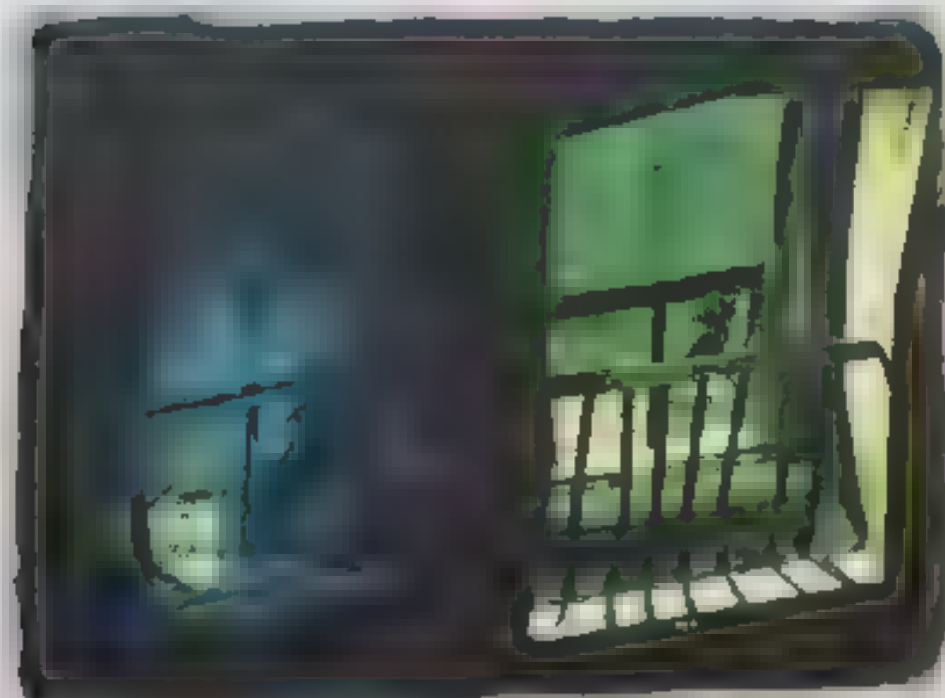


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Hunter Group Hoods

The hoods are the first gang encountered by the player and are the classic street-gang collection of gang-bangers, junkies, punks and alley-trash. Their main strength is their knowledge of the bowery environment. Although the weaponry they possess are mainly knives and clubs, they do have firearms. Composed of various racial types (black, white, Mexican etc) they are an organized if somewhat volatile gang with an established hierarchy.

APPEARANCE

Mainly street fashion and labelwear relating to the various cultures present in the gang. Hoods and caps cover the head giving a shadowy appearance. Shades are worn even in the dark (perhaps limiting their search abilities)

ANIMATION

The Hoods have particular body language of the hip-hop/American gang style. Their walk is a cocky swagger, they slouch as they stand. Hand gestures are very important in communicating to the player and adding character to their models. Reference is available on gang symbols and gestures. Language will be very important to creating the right feel.



Pack leaders

Hoods Pack Leader – Skullfaze/Bone D/whatever...

The first pack leader the player encounters is a huge Mreet thug face-painted/masked with skull insignia. He is dominating and threatening to his pack, ensuring their obedience and his status as alpha male in the pack hierarchy. Think of Jake 'the muck' from 'Once upon a Warrior' or a taller Mike Tyson but less well behaved.

Possibly dreadlocked, giving a Jamaican/woodoo feel or just heavily tattooed, he is an imposing figure and impossible for the player to take on physically. Probably the first time the player gets to use a firearm is against this boss. Gang language and colloquiums (again possibly Jamaican) will add to the authenticity of his character.



